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| <p><b>Altanak, the Thrice-Called</b> ⑤⑥⑥</p> <p>Legendary Creature -- Insect Beast</p> <p>Trample<br/>Whenever Altanak becomes the target of a spell or ability an opponent controls, draw a card.</p> <p>{1}{6}, Discard this card: Return target land card from your graveyard to the battlefield tapped.</p> <p>9/9</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                    | <p><b>Cache Grab</b> ①⑥</p> <p>Instant</p> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Cache Grab</b> ①⑥</p> <p>Instant</p> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Cache Grab</b> ①⑥</p> <p>Instant</p> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Cache Grab</b> ①⑥</p> <p>Instant</p> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Commercial District</b></p> <p>Land -- Mountain Forest</p> <p>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                  | <p><b>Commercial District</b></p> <p>Land -- Mountain Forest</p> <p>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                  | <p><b>Commercial District</b></p> <p>Land -- Mountain Forest</p> <p>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                  |

Playtest cards - simiced\_horizon - Standard (Standard Challenge 32)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;  
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Commercial District</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                             |
| <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fear of Missing Out</div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Fear of Missing Out</div><div>①②</div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fear of Missing Out</div><div>①②</div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fear of Missing Out</div><div>①②</div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   |
| <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                  | <div><div><div>Karplusan Forest</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                | <div><div><div>Karplusan Forest</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                | <div><div><div>Karplusan Forest</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Lightning Strike</div><div>①R</div></div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                       | <div><div><div>Lightning Strike</div><div>①R</div></div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                       | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                            | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                          |
| <div><div><div>Overlord of the Boilerbilges</div><div>④RR</div></div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--{2}{R}{R} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, it deals 4 damage to any target.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Overlord of the Boilerbilges</div><div>④RR</div></div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--{2}{R}{R} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, it deals 4 damage to any target.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Overlord of the Boilerbilges</div><div>④RR</div></div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--{2}{R}{R} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, it deals 4 damage to any target.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Patchwork Beastie</div><div>⑥</div></div><div>Artifact Creature -- Beast</div><div>Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard.<br/>At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**G**

Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard. At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard. At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard. At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Mill three cards. Then you may return a creature or land card from your graveyard to your hand. Exile this card and two other cards named Say Its Name from your graveyard: Search your graveyard, hand, and/or library for a card named Altanak, the Thrice-Called and put it onto the battlefield. If you search your library this way, shuffle. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Mill three cards. Then you may return a creature or land card from your graveyard to your hand. Exile this card and two other cards named Say Its Name from your graveyard: Search your graveyard, hand, and/or library for a card named Altanak, the Thrice-Called and put it onto the battlefield. If you search your library this way, shuffle. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Mill three cards. Then you may return a creature or land card from your graveyard to your hand. Exile this card and two other cards named Say Its Name from your graveyard: Search your graveyard, hand, and/or library for a card named Altanak, the Thrice-Called and put it onto the battlefield. If you search your library this way, shuffle. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Mill three cards. Then you may return a creature or land card from your graveyard to your hand. Exile this card and two other cards named Say Its Name from your graveyard: Search your graveyard, hand, and/or library for a card named Altanak, the Thrice-Called and put it onto the battlefield. If you search your library this way, shuffle. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Haste  
Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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| <p><b>Screaming Nemesis</b> (2)(R)</p> <p>Creature -- Spirit</p> <p>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                 | <p><b>Screaming Nemesis</b> (2)(R)</p> <p>Creature -- Spirit</p> <p>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                 | <p><b>Screaming Nemesis</b> (2)(R)</p> <p>Creature -- Spirit</p> <p>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                 | <p><b>The Roller crusher Ride</b> (X)(2)(R)</p> <p>Legendary Enchantment</p> <p>Delirium -- If a source you control would deal noncombat damage to a permanent or player while there are four or more card types among cards in your graveyard, it deals double that damage instead.<br/>When The Roller crusher Ride enters, it deals X damage to each of up to X target creatures.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>The Roller crusher Ride</b> (X)(2)(R)</p> <p>Legendary Enchantment</p> <p>Delirium -- If a source you control would deal noncombat damage to a permanent or player while there are four or more card types among cards in your graveyard, it deals double that damage instead.<br/>When The Roller crusher Ride enters, it deals X damage to each of up to X target creatures.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>The Roller crusher Ride</b> (X)(2)(R)</p> <p>Legendary Enchantment</p> <p>Delirium -- If a source you control would deal noncombat damage to a permanent or player while there are four or more card types among cards in your graveyard, it deals double that damage instead.<br/>When The Roller crusher Ride enters, it deals X damage to each of up to X target creatures.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>The Roller crusher Ride</b> (X)(2)(R)</p> <p>Legendary Enchantment</p> <p>Delirium -- If a source you control would deal noncombat damage to a permanent or player while there are four or more card types among cards in your graveyard, it deals double that damage instead.<br/>When The Roller crusher Ride enters, it deals X damage to each of up to X target creatures.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Thornspire Verge</b></p> <p>Land</p> <p>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                   |

## Thornspire Verge

Land

{T}: Add {R}.  
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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## Thornspire Verge

Land

{T}: Add {R}.  
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower <sup>®</sup>

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.  
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower ®

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.  
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

Torch the Tower <sup>®</sup>

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.  
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Torch the Witness** 

## Sorcery

Torch the Witness deals twice X damage to target creature. If excess damage was dealt to that creature this way, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Valgavoth's Lair

Enchantment Land

Hexproof  
This land enters tapped. As it enters, choose a color.  
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Valgavoth's Lair

Enchantment Land

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Hexproof
This land enters tapped. As it
enters, choose a color.
{T}: Add one mana of the chosen
color.
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| <div><div>Haywire Mite</div><div>Artifact Creature -- Insect</div><div>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Haywire Mite</div><div>Artifact Creature -- Insect</div><div>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pick Your Poison</div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pick Your Poison</div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             | <div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             |

Ⓡ Ⓡ

Scorching Shot deals 5 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓡ Ⓡ

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Scorching Shot deals 5 damage to
target creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RR

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Scorching Shot deals 5 damage to
target creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev